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ABSTRACT

This paper provides generalizations and ideas on what to look for when previewing software products designed for teaching or improving the keyboarding skills of elementary school students, a list of nine products that the MicroSIFT (Microcomputer Software and Information for Teachers) staff recommends for preview, and a table of features comparing the 25 products submitted to MicroSIFT for review. The appendix contains producer contact information and a table of descriptive information for 64 elementary keyboarding products available as of June 1986 that were identified by MicroSIFT staff. Products recommended for preview are listed in alphabetical order: Keyboard Cadet; Keyboard Now!; Kids on Keys; Mastertype; Microtype, the Wonderful World of Paws; Stickybear Typing; Success with Typing; Type to Learn; and Typing Well. (DJR)

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ED279297

A COMPARISON OF KEYBOARDING SOFTWARE FOR THE ELEMENTARY GRADES

A Quarterly Report
September 1986

Kathleen Nolf
Dave Weaver

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INTRODUCTION

Elementary teachers looking for keyboarding software have a large selection from which to choose. After searching through software directories, on-line databases, producer catalogs and magazine advertising, the MicroSIFT staff has identified 64 software products for teaching or improving keyboarding skills of elementary school students. Previewing all these products is difficult, if not impossible, so it is easy to understand why teachers may have a hard time selecting the product which best suits their classroom situation and teaching style. This paper gives ideas on what to look for when previewing an elementary keyboarding program, a list of those products which the MicroSIFT staff recommends for preview and a table of features comparing the products submitted to MicroSIFT for review. The Appendix contains producer contact information and a table of descriptive information for all the elementary keyboarding products identified.

In the process of developing this paper, information was collected from product catalogs, published reviews, and our internal evaluation for each product identified. There is simply too much material to include in this brief summary report. A second paper, titled ELEMENTARY KEYBOARDING SOFTWARE PRODUCT REPORTS, contains this collection of information and is available from the Document Reproduction Service, Northwest Regional Educaitonal Laboratory, 300 SW 6th Avenue, Portland, OR 97204. It will also be available from ERIC in the first quarter of 1987, and individual software reports will be in the RICE database on BRS, Inc. at about the same time.

GENERALIZATIONS ABOUT KEYBOARDING SOFTWARE

Of the 64 keyboarding programs identified, MicroSIFT was able to obtain 25 from the producers. The quality of programs received was impressive and a teacher could be successful with most of them. After looking at these 25 programs, some generalizations could be made.

- This area of instructional software is fairly well served by products; there is a wide range of products available and covers most hardware currently used in schools.
- A good keyboarding program costs approximately $50. Packages in which keyboarding is just one component are more expensive, costing up to $180. Teachers using computer labs will want to note those producers who offer lab packs (Several disks and one manual for a reduced price) or licensing agreements.
- Most keyboarding software has a tutorial/drill/game structure. Software designed for younger students is filled with animation, color and music. Practicing on a keyboard does not excite the typical 10-year-old. It is also hard work. A computer program can motivate students differently than a traditional typing class. For example, drills on the computer are sometimes like the popular arcade games. Many of the programs included some sort of teacher management, an important feature when students are working independently.

- One shortcoming of most programs is that they do not teach correct finger positions; teachers will have to teach this some other way. In some cases, a keyboard with hand positions is shown at the beginning of the program, in other cases using a function key is required. A few packages are more specific, but cumbersome: "Using your left ring finger..." How many young students will return to the keyboard screen for help when they can manage with hunt and peck? In some cases, the program's documentation points out what the teacher needs to remember: a teacher should teach correct finger positions.

- Finally, many programs use sound or graphics as feedback for an individual response or at the completion of a drill (words per minute, accuracy rate). Most seem valuable, fairly positive and immediate. In some programs, the sound responses are optional, but some programs may be sound dependent. Some programs use sound as a cue, for example, alerting the student if a letter is typed incorrectly. In previewing programs, teachers should beware of sounds which may interrupt classroom activities. Teachers should also be aware of how negative feedback is handled. "Wrong, try again," is certainly straightforward, but how effective is it for a young student, virtually learning by trial and error, to see it repeatedly? Also, programs vary in how many times students may respond. Some programs do not allow for the student to continue until the correct key is pressed, others give the student three chances to press the correct key, while still others will accept any key.

We looked for software which was well-structured, yet fun and motivating. Of the 25 software programs reviewed, nine which exemplify the criteria described on page 3 were selected. They were chosen based on a combination of internal reviews, and published reviews in periodicals and software guides. These programs combine well-structured drills with an introduction to keyboard fingering, a motivating game format or outstanding immediate feedback. Because specific teaching styles and limited computer access are key factors in a program's success, we also suggest ways to use the software.

OUR PREVIEW RECOMMENDATIONS (in alphabetical order) - See the Appendix for a key to the hardware abbreviations.

- KEYBOARD CADET (Mindscape - AP, IB, CO, AM - $39.95): This program is fun. The student, at the helm of a spaceship, makes letters explode by typing them before they disappear. This program emphasizes keyboard accuracy and speed. There are 15 lessons in the structured curriculum which move from letter, to word, to sentence, and finally, to paragraph typing. It features correct finger positions always on screen, 3-D spaceship graphics and the option to use the Dvorak keyboard. This package is recommended for either the individual student or class needing a comprehensive tutorial in a game format.

- KEYBOARD NOW! (Daggett Computer Service - AP, CO, IB - $75.00): This program has an incredible, comprehensive teaching manual, complete with detailed pre-activities, tips and proposed monologs to use with students. Even a teacher with no keyboarding experience would feel comfortable using this program. The teacher's guide suggests approximately one hour of teacher instruction time, with students drilling at the computer for a total of two to four hours. Pre-activities are a necessity as keyboard fingering is not demonstrated on screen. This program may be adapted to any grade level; it is also recommended for the physically disabled. KEYBOARD NOW! is ideal for use in a computer lab situation because it is automatically licensed to the purchasing school building. The student disk may be copied for each class or even for each student for use at home.

- KIDS ON KEYS (Spinnaker - RS, AT, CO - $29.00): This program is good for third grade and younger students. There are three keyboard recognition and typing games. Finger positions are not shown on the screen. Letters, numbers, three-and four-letter words are typed as images and characters float by or disappear. It is exciting that young students may choose the level and game they wish to play. One reviewer commented that this program introduces the first principles of word processing (for example, mistakes are OK and easy to correct). Bonus rounds, bright colors and music add to student interest.

- MASTERTYPE (Mindscape - AP, MC, IB, AT, CO, AM - $49.95): This program will appeal to students who otherwise would not get interested in typing. There are 18 keyboard drills covering letters, symbols and up to nine-letter words disguised in an arcade game. The object is to type shooting letters or words quickly before a Space Invasion occurs. Students can easily operate this program independently. Highlights of this program include immediate feedback regarding speed and errors, on-screen explanations, and that the sound may be turned off. The program is not designed to teach fingering positions, although on-screen keyboards with hands are seen during each drill. It is an exciting game which encourages speed and accuracy. This would be useful for a computer lab or classroom in which students with finger position knowledge work independently at the computer.

- MICROTYPE, THE WONDERFUL WORLD OF PAWS (South-Western Publishing - AP, CO, IB, RS - $39.95): Drill can be boring, but not with sound, visual rewards and the delightful cartoon figure, Paws. This is a comprehensive program for younger students. Each of the 18 lessons includes reviewing of previous lessons, working with new keys, building speed and playing a game. Although finger positions are shown at the beginning of each lesson, they are not reinforced throughout the lessons and will need to be monitored by a teacher. Unlike other programs, the student may exit at any time and later return to a specific part of a lesson. Students may print their writing by using the simple print option. MICROTYPE would be appropriate for a computer lab situation where students have teacher supervision or for individual students who know the finger positions and need some review and practice.

- STICKYBEAR TYPING (Weekly Reader Family Software - AP - $39.95, CO - $29.95): This program makes excellent use of color, animation and sound. Each of three games is divided into 30 different levels, using words, sentences and paragraphs. The program includes two unique features: (1) it teaches proper spacing between words, sentences and paragraphs; and (2) the exercises use text from stories, riddles and jokes, and serious thinking. The program does not monitor student progress, making teacher supervision and monitoring a necessity. Although a keyboard with home row finger positions may be seen by using a function key, finger positioning is addressed only in the first game.

- SUCCESS WITH TYPING (Scholastic - AP, IB - $69.95): This program is easily used by the individual student with no keyboarding experience, which makes it ideal for the one-computer classroom. The 18 lessons are each divided into three parts: learning new keys, practice typing and testing for words per minute. Also included are exercises on letter formatting and text exercises for speed and accuracy. Feedback, including words per minute (WPM) and highlighted errors, occurs after each exercise. After learning the new keys, students type from realistic examples of typing activities such as sample business letters, memos and stories. An advice function tells the student if he or she should repeat a lesson or go on to the test. There is free typing space which reports the students' words per minute for any text they type into the computer. Teachers may create tests using an authoring component. Strengths of the program include a comprehensive teacher's manual and the teacher's management sheet for recording student progress and individual lesson scores.

- TYPE TO LEARN (Sunburst - AP - $69.00): This package is recommended for several reasons. First, the typing drills and games are intended to provide instruction on a variety of language arts skills such as spelling, capitalization, punctuation, abbreviations and many more. The program may be adjusted to either primary (second grade reading) or advanced (fifth grade reading) language arts skills. Second, it constantly reinforces correct finger positioning. Prior to each exercise, the student is given a quick home row exercise. During the exercises, images of hands which highlight the correct finger to be used for each letter given are shown on the screen. As the exercise progresses, the fingers are only highlighted when the student shows some hesitation. Finally, this product has excellent support materials including an optional textbook for $7.95.

- TYPING WELL (Learning Well - AP - $49.95): Although this package includes an optional tutorial for home keys, it is recommended for its "game" features. There are six arcade-style drills plus a "No-Frill Drill" which allow the student to practice typing. The variety of the games which practice speed and accuracy would be well suited as a keyboard supplement. TYPING WELL will be popular with students. The games are exciting enough that students will want to "play" on their free time, or as a reward. For the teacher with one computer in the room this package is an excellent suplement.

COMPARING KEYBOARDING PRODUCTS: WHAT TO LOOK FOR -- Below is an explanation of the criteria we used in the Table to compare the keyboarding software submitted by the producers.

Keyboarding Instruction

Finger Positioning--Is there instruction on the proper finger position on the screen (O) or in the supplementary materials (P)?

Posture--Is there instruction on the proper posture on the screen (O) or in the supplementary materials (P)?

Format of Drill

Letter Groups--Is there practice in typing individual letters or sets of letters which do not spell words?

Single Words--Is there practice in typing words?

Blocks of Text--Is there practice in typing sentences or paragraphs?

Independent Use

Independent Use--Can this package be used independently by a student without teacher intervention or monitoring?

Additional Components

Game--Is the package a game (Y) or does it contain a game component (C)?

Word Processor--Is there a word processor or text editor so that students can generate their own text?

Authoring--Can teachers create exercises?

User Control

Speed Selection--Can speed be adjusted by the teacher (T) or the student (S)?

Level Selection--Is it possible to set the level of the exercise by the teacher (T) or by the student (S)?

Sound Control--If sound is used, can it be turned off?

Dvorak--Is there a Dvorak keyboard option?

Record Keeping

Speed--Does the program monitor typing speed and report the results on the screen (O) or onto a disk file for later access (F)?

Accuracy--Does the program monitor typing accuracy and report the results on the screen (O) or onto a disk file for later access (F)?

Lesson Progress--Does the program monitor the student's progress through the lessons and report the results on the screen (O) or onto a disk for later access (F)?

Documentation (In the supplementary printed materials)--

Operating Instructions--Are there program operating instructions?

Lesson Plans--Do they contain sample lesson plans?

Curriculum Outlines--Do they contain curriculum outlines?

Record Sheets--Do they contain reproducible student record sheets?

Typing Exercises--Do they contain reproducible typing exercises and/or worksheets?

COMPARISON OF KEYBOARDING SOFTWARE

KEY:

Y	Yes	E	Exercise
-	No	C	Component
N	Not Applicable	P	Printed Materials
T	Teacher	O	On Screen
S	Student	F	File Saved on Disk

		Inst.		Drill				Comp.			User Cont.				Rec.			Doc.				
TITLE	PRODUCER	Finger positioning	Posture	Letter Groups	Single Words	Blocks of Text	Independent Use	Game	Word Processor	Authoring	Speed Selection	Level Selection	Sound Control	Dvorak	Speed	Lesson Progress	Accuracy	Operating Inst.	Lesson Plans	Curriculum Outline	Record Sheets	Typing Exercises
Dungeon Doom Typing	Gamco	-	-	-	Y	-	Y	Y	-	-	S	S	-	-	OF	OF	F	Y	-	Y	-	-
Ima Typer	Advanced	OP	P	Y	Y	-	Y	-	-	Y	T	T	Y	Y	OF	OF	-	Y	Y	-	-	-
Keyboard	B5 Software	-	P	Y	-	-	Y	-	-	-	-	S	Y	-	O	-	-	Y	-	Y	-	-
Keyboard Cadet	Mindscape	OP	P	Y	Y	Y	Y	C	-	-	S	S	Y	Y	OF	-	F	Y	-	Y	-	Y
Keyboard Command	Trillium	-	-	Y	Y	-	Y	Y	-	-	S	S	Y	-	-	OF	-	Y	-	-	-	-
Keyboard Master	Power Up!	O	-	Y	Y	-	Y	-	-	Y	S	S	N	Y	OF	OF	-	Y	-	-	-	-
Keyboard & Practice Now!	Daggett	OP	P	Y	Y	-	Y	-	Y	-	T	-	N	-	OF	OF	F	Y	Y	Y	Y	Y
Keyboarding Master	MECC	P	-	-	Y	Y	Y	C	Y	Y	S	S	N	-	OF	OF	OF	Y	Y	Y	Y	-
Keyboarding Plus	Merit A.V.	-	-	Y	Y	Y	Y	-	-	-	-	S	N	Y	F	F	F	Y	-	Y	-	-
Keyboarding Primer	MECC	OP	O	Y	Y	Y	Y	-	-	-	-	S	N	-	OF	F	F	Y	Y	Y	Y	-
Kids on Keys	Spinnaker	-	-	Y	Y	-	Y	Y	-	-	S	S	Y	-	-	-	-	Y	-	-	-	-
KRS	IC/T	OP	-	Y	Y	-	-	-	-	-	-	S	-	-	O	O	-	Y	-	Y	Y	Y
Letter Man	Behavioral	O	-	Y	-	-	Y	Y	-	Y	S	-	-	-	O	O	-	Y	-	-	-	-
Letterfall	Frank Harris	O	O	Y	Y	Y	Y	Y	-	-	-	S	N	-	O	O	O	-	-	-	-	-
MacType	Palantir	OP	OP	Y	Y	-	Y	-	-	-	-	-	N	Y	OF	OF	OF	-	-	-	-	-
MasterType	Scarborough	P	-	Y	Y	-	Y	Y	-	Y	S	S	-	-	O	O	O	Y	-	Y	-	-
MicroType	South-Western	O	OP	Y	Y	Y	Y	C	Y	-	-	S	Y	-	O	O	O	Y	Y	Y	Y	-
Stickybear Typing	Weekly Reader	OP	P	Y	Y	Y	Y	C	-	-	S	S	Y	-	OF	O	F	Y	-	Y	-	-
Success With Typing	Scholastic	P	P	-	-	Y	Y	-	Y	Y	S	S	N	-	OF	OF	-	Y	Y	Y	Y	Y
Type To Learn	Sunburst	OP	P	Y	Y	Y	Y	C	Y	-	T	S	Y	-	OF	OF	OF	Y	Y	Y	Y	-
Typing	Gamco	O	-	Y	Y	-	Y	C	Y	-	-	S	Y	-	O	OF	F	Y	-	-	-	Y
Typing Keys to Com. Ease	Academic	O	-	Y	Y	-	Y	-	-	-	-	S	-	-	-	O	-	Y	Y	Y	Y	-
Typing Strategy	Behavioral	O	P	-	Y	-	Y	C	-	Y	S	S	Y	-	O	O	-	Y	-	-	-	-
Typing Well	Learning Well	O	-	Y	Y	-	Y	C	-	Y	T	T	-	Y	OF	OF	OF	Y	-	-	-	-
WizType	Sierra On-Line	P	P	Y	Y	Y	Y	C	-	Y	S	S	Y	Y	O	O	F	Y	-	-	-	-

APPENDIX

ELEMENTARY KEYBOARDING PRODUCTS
Available as of June 1986

KEY:

AP	Apple	AM	Amiga
AT	Atari	CO	Commodore
IB	IB	MC	MacIntosh
RS	Radio Shack		

TITLE	PRODUCER	HARDWARE	LEVEL	COST
Accutouch	Keyboard Prod.	AP IB	5-Col.	$169.00
Alphabetic Keyboarding	South-Western	AP IB RS	4-12	89.50
Dungeon Doom Typing Game	Gamco	AP CO RS	5-12	39.95
Fastype *	Press A Software	AP IB RS	4-Col.	39.95
First Encounter	Educ. Activities	AP	K-6	98.00
Friendly Computer	MECC	AP CO IB	P-3	49.00
Hypertyper *	Digital Marketing	AP IB RS	3-12	29.95
Ima Typer	Advanced Learning	AP IB	2-12	69.95
Junior Typer	Aquarius	AP RS	1-6	45.00
Just Your Type *	Right On Programs	AP CO IB	5-12	50.00
Key-Words	Humanities	AP	4-7	49.00
Keyboard	B5 Software	RS	1-8	26.95
Keyboard Cadet	Mindscape	AP AM CO IB	2-12	39.95
Keyboard Command	Trillium	CO	3-12	29.95
Keyboard Master	Power Up!	IB	EST.4-12	49.95
Keyboard Now! & Practice Now!	Daggett	AP CO IB	1-12	75.00
Keyboarding	Educ. Activities	AP CO RS	6-12	149.00
Keyboarding for Information	Control Data	AP	3-14	39.95
Keyboarding Master	MECC	AP	5-9	59.00
Keyboarding Plus	Merit Audio Visuals	AP IB RS CO	4-12	49.95
Keyboarding Primer	MECC	AP	4-9	59.00
Keygame *	Teacher Support	AP AT RS	K-6	59.95
Keys to Typing *	Batteries Included	CO	6-Col.	39.95
Kids on Keys	Spinnaker	AP AT CO IB RS	1-6	29.00
Kinder Keyboard *	EBSCO	AP	1-6	34.95
KRS: Keyboarding/Reading/Spelling	IC/T	AP	1-12	180.00
Letter Man	Behavioral Eng.	AP IB CO	4-9	34.95
Letterfall	Frank Harris	AP IB	2-Col.	25.00
MacType	Palantir Software	MC	2-12	49.95
MasterType	Mindscape	AP IB AT AM CO MC	2-12	49.95
Microtype Tutor *	J. Weston Walch	AP	5-12	41.95
MicroType, The Wonderful World of PAWS	South-Western	AP CO IB RS	3-6	39.95
Microtyping *	Sheridan College	AP	6-Col.	100.00

ELEMENTARY KEYBOARDING PRODUCTS
(Continued)

KEY:

AP	Apple	AM	Amiga
AT	Atari	CO	Commodore
IB	IBM	MC	MacIntosh
RS	Radio Shack		

TITLE	PRODUCER	HARDWARE	LEVEL	COST
Personalized Typing	Aquarius People	AP RS	4-12	$37.50
Smartype *	McGraw Hill/Gregg	AP	5-12	39.95
Stickybear Typing	Weekly Reader	AP CO	2-6	39.95/29.95
Success With Typing	Scholastic	AP IB	6-12	69.95
TNT-Typing for New Typist	Grolier	AP CO	3-12	54.95
Touch Typing	Cove View Press	RS	5-12	24.95
Touch Typing Made Easy *	Alkazar	IB	6-Col.	29.95
Type Right	Barron	AP CO IB	4-12	39.95
Type Right *	E.David & Assoc.	RS	4-12	39.95
Type To Learn	Sunburst	AP	2-Adult	69.00
Type Tutor 64 *	American Per.	CO	4-12	19.95
Type!	Broderbund	AP IB CO	EST.4-12	44.95
Type-It *	Bluebirds	RS	5-Col.	20.00
Type-Right	Grolier	AP IB	1-12	39.95
Typemaster *	M.D. Fullmer	AP	4-12	30.00
Typing	Gamco	AP CO RS	EST 4-12	39.95
Typing Instructor *	Individual	IB	3-Col.	49.95
Typing is a Ball, Charlie Brown	Random House	AP	K-3	39.95
Typing Keys to Computer Ease	Academic Ther.	AP	2-12	25.00
Typing Professor	Commodore	CO	4-12	19.95
Typing Self Study *	Bob Baker	RS	4-12	19.85
Typing Strategy	Behavioral Eng.	AP CO IB	2-9	29.95
Typing Teacher	Instant Software	RS	EST.4-12	17.95
Typing Teacher II	Compu-Tations	AP AT	3-12	14.95
Typing Tutor & Word Invaders	Academy	RS	3-12	19.95
Typing Tutor *	Basics & Beyond	RS	5-12	29.95
Typing Tutor *	IBM	IB	4-Col.	25.00
Typing Tutor III	Simon and Schuster	AP CO IB	4-12	49.95
Typing Well	Learning Well	AP	3-12	49.95
Warrior Words	Micrograms	CO	3-12	16.95
WizType	Sierra On-Line	AP AT CO IB RS	3-12	34.95

* See The Educational Software Selector (TESS) from EPIE Institute And Teachers College, P.O. Box 839, Water Mill, NY 11976 ($49.95) for the descriptions of these packages.

PRODUCER CONTACT INFORMATION

Academic Therapy Publications
20 Commercial Blvd.
Novato, California 94947

Academy Software
PO Box 9403
San Rafael, California 94912

Advanced Learning Systems
2145 Lincoln, PO Box 5127
Eugene, Oregon 97405

Alkazar Associates
2638 South Lynn Street
Arlington, Virginia 22202

American Peripherals
141 Cortland Street
Lindenhurst, New York 11757

Aquarius People Materials
PO Box 128
Indian Rock Beach, Florida 33535

B5 Software
1024 Bainbridge Place
Columbus, Ohio 43228

Barron Enterprises
714 Willow Glen Road
Santa Barbara, California 93105

Basics & Beyond
Pinesbridge Road, Box 10
Amawalk, New York 10501

Batteries Included
17875 Sky Park North, Suite P
Irving, California 92714

Behavioral Engineering
230 Mt. Hermon Road, Suite 207
Scotts Valley, California 95066

Bluebird's Computer Software
PO Box 339
Wyandotte, Michigan 48192

Bob Baker Software
3668 Halter Court
Sacramento, California 95821

Broderbund Software, Inc.
17 Paul Drive
San Rafael, California 94903

Commodore Business Machines, Inc.
1200 Wilson Drive
West Chester, Pennsylvania 19380

Compu-Tations
PO Box 502
Troy, Michigan 48099

Control Data
Academic Education HQBO2G
PO Box O
Minneapolis, Minnesota 55440

Cove View Press
PO Box 810
Arcata, California 95521

Daggett Computer Services
PO Box 11394
Eugene, Oregon 97440

E. David and Associates
22 Russett Lane
Storrs, Connecticut 06268

Digital Marketing Corp.
2363 Boulevard Circle
Walnut Creek, California 94595

EBSCO Curriculum Materials
Box 486
Birmingham, Alabama 35202

Educational Activities, Inc.
PO Box 392
Freeport, New York 11520

Frank Harris
PO Box 69457, Station K
Vancouver, British Columbia V5K 4W6

M. D. Fullmer Associates
1132 Via Jose
San Jose, California 95120

Gamco Industries, Inc.
Box 1911
Big Springs, Texas 97920

PRODUCER CONTACT INFORMATION (Cont.)

Grolier Electronic Publishing
Sherman Turnpike
Danbury, Connecticut 06816

Humanities Software
19723 South Katherine Court
Cerritos, California 90701

IBM
PO Box 1329
Boca Raton, Florida 33432

Individual Software, Inc.
11631 Chess Drive
Foster City, California 94404

Instant Software
Route 202 North
Peterborough, New Hampshire 03458

Instructional/Communications Tech.
10 Stepar Place
Huntington Station, New York 11746

Keyboard Productivity, Inc.
Park Place
6035 Bristol Parkway
Culver City, California 90236

Learning Well
200 South Service Road
Roslyn Heights, New York 11577

McGraw-Hill Book Company/
Gregg Division
1221 Avenue of the Americas
New York, New York 10020

MECC
3490 Lexington Avenue North
Lauderdale, Minnesota 55112

Media Materials Inc.
2936 Remington Avenue
Baltimore, Maryland 21211

Merit Audio Visual
PO Box 392
New York, New York 10024

Micrograms
PO Box 2146
Loves Park, Illinois 61330

Mindscape, Inc.
3444 Dundee Road
Northbrook, Illinois 60062

Palantir Software
12777 Jones Road, Suite 100
Houston, Texas 77070

Power Up!
2929 Campus Drive
San Mateo, California 94403

Press A Software
PO Box 364
Jerome, Arizona 86331

Random House School Division
201 East 50th Street
New York, New York 10022

Right On Programs
27 Bowdon Road
Greenlawn, New York 11740

Scholastic Inc.
730 Broadway
New York, New York 10003

Sheridan College
1430 Trafalgar Road
Oakville, Ontario L6H 2L1

Sierra On-Line
Sierra On-Line Building
Coarsegold, California 93614

Simon & Schuster
Computer Software Division
1230 Avenue of the Americas
New York, New York 10020

South-Western Publishing Co.
5101 Madison Road
Cincinnati, Ohio 45227

Spinnaker Software
215 First Street
Cambridge, Massachusetts 02142

Sunburst Communications
39 Washington Avenue, Room EA
Pleasantville, New York 10570

PRODUCER CONTACT INFORMATION (Cont.)

Teacher Support Software
502 NW 75th Street, Suite 380
Gainesville, Florida 32601

Trillium Software
Box 921, Madison Square Station
New York, New York 10159

Weekly Reader Family Software (Xerox)
245 Long Hill Road
Middleton, Connecticut 06457

J. Weston Walch
321 Valley Street, PO Box 658
Portland, Maine 04104